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Banerjee et al.

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(54) **REAL-TIME TRAFFIC DETECTION**

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G08G 1/04 (2006.01)

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CPC ***G08G 1/01*** (2013.01); ***G08G 1/0104*** (2013.01); ***G08G 1/0133*** (2013.01); ***G08G 1/04*** (2013.01)

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CPC G08G 1/01; G08G 1/0133; G08G 1/0104; G08G 1/0141; G08G 5/0082
See application file for complete search history.

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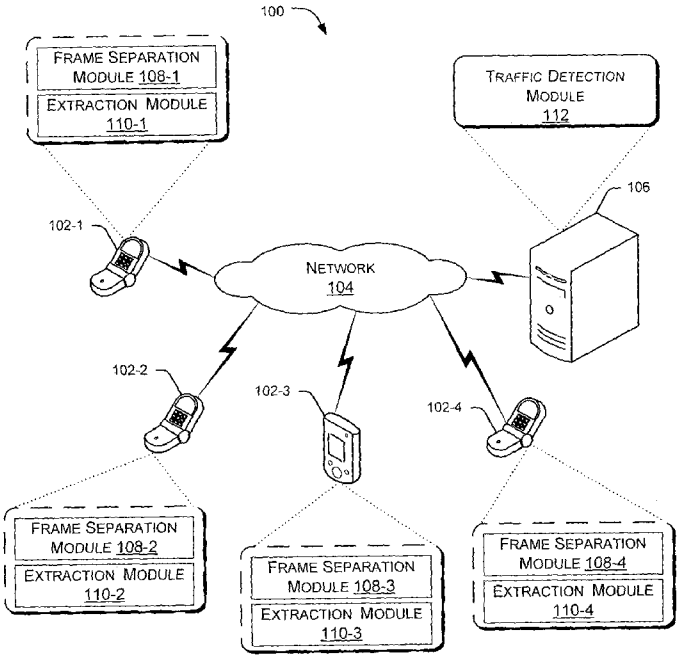
(57) **ABSTRACT**

Systems and methods for real-time traffic detection are described. In one embodiment, the method comprises capturing ambient sounds as an audio sample in a user device, and segmenting the audio sample into a plurality of audio frames. Further, the method comprises identifying periodic frames amongst the plurality of audio frames. Spectral features of the identified periodic frames are extracted, and horn sounds are identified based on the spectral features. The identified horn sounds are then used for real-time traffic detection.

13 Claims, 5 Drawing Sheets



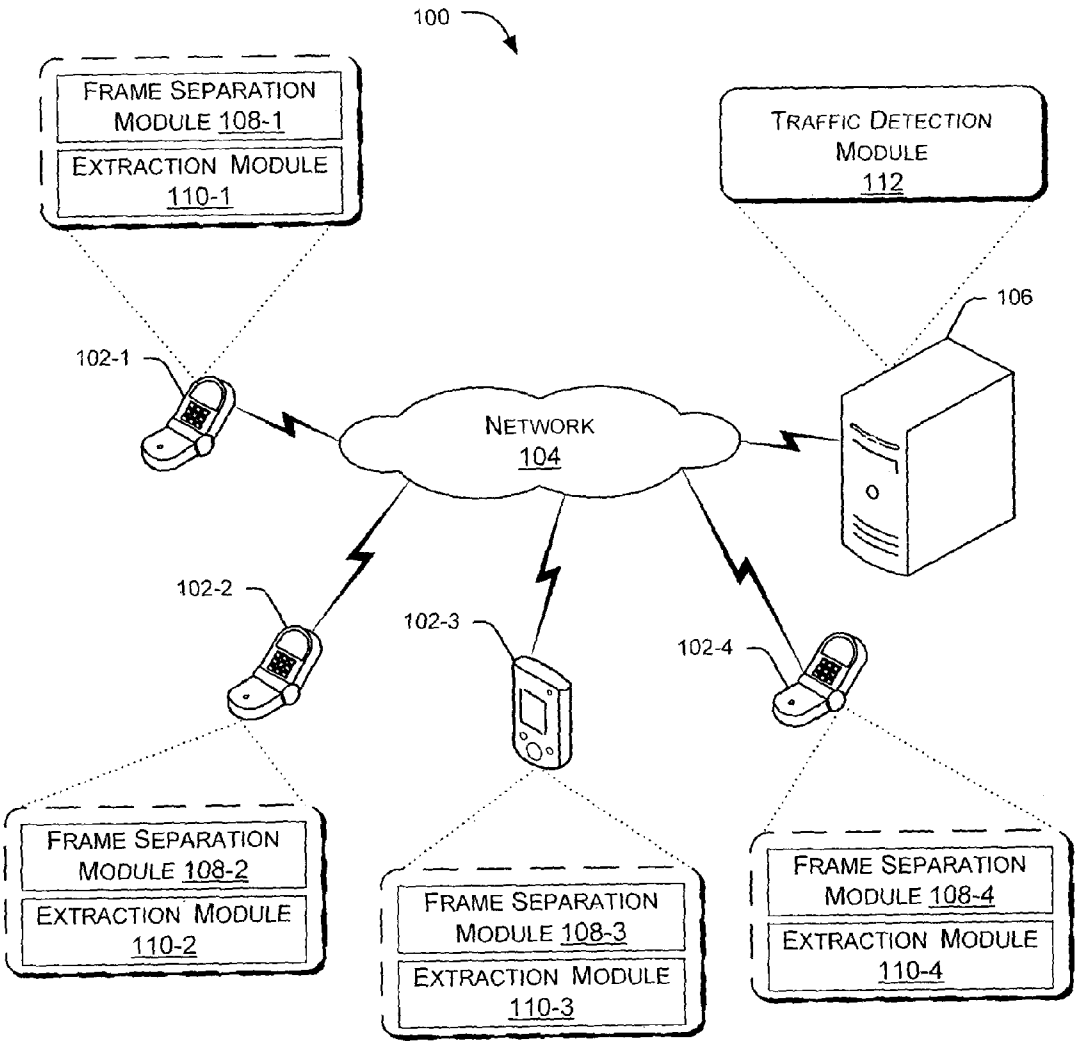

100
FRAME SEPARATION MODULE 108-1
EXTRACTION MODULE 110-1
TRAFFIC DETECTION MODULE 112
106
102-1
NETWORK 104
102-2
102-3
102-4
FRAME SEPARATION MODULE 108-2
EXTRACTION MODULE 110-2
FRAME SEPARATION MODULE 108-3
EXTRACTION MODULE 110-3
FRAME SEPARATION MODULE 108-4
EXTRACTION MODULE 110-4

Fig. 1

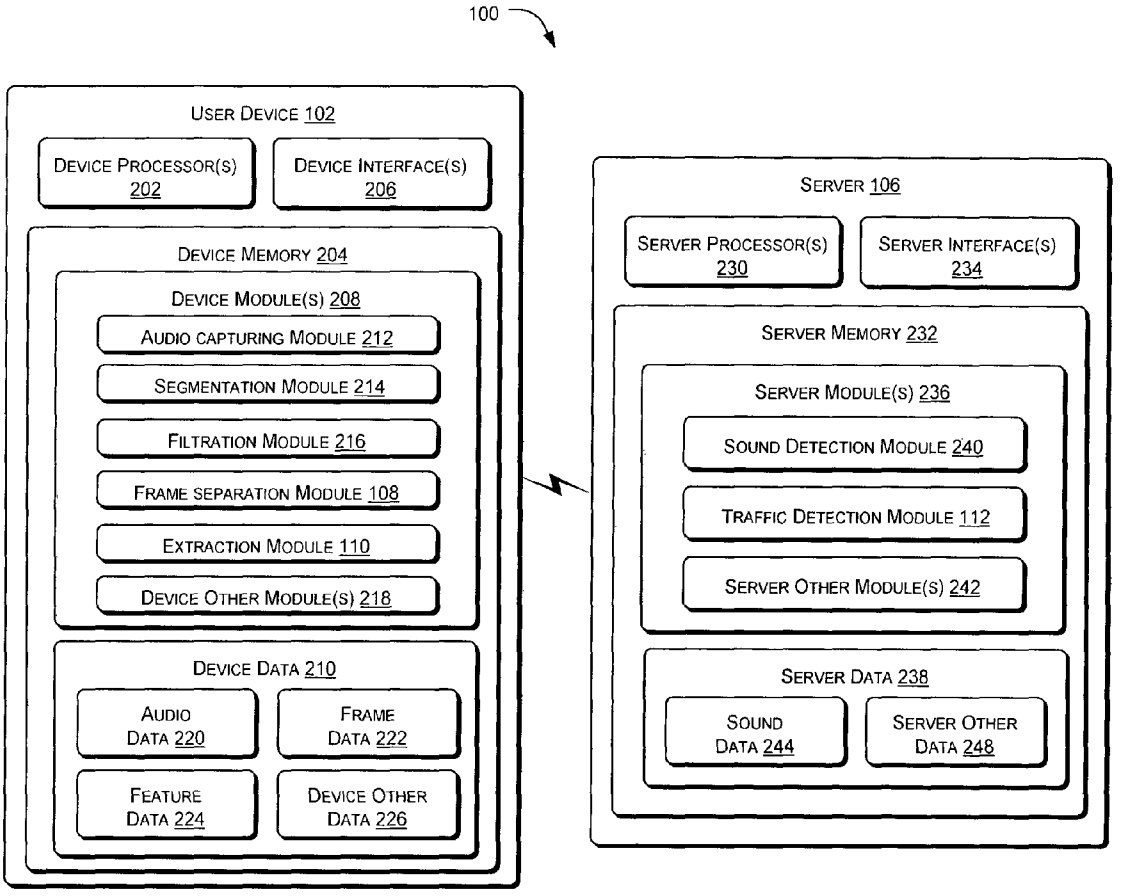

100
USER DEVICE 102
DEVICE PROCESSOR(S) 202
DEVICE INTERFACE(S) 206
DEVICE MEMORY 204
DEVICE MODULE(S) 208
AUDIO CAPTURING MODULE 212
SEGMENTATION MODULE 214
FILTRATION MODULE 216
FRAME SEPARATION MODULE 108
EXTRACTION MODULE 110
DEVICE OTHER MODULE(S) 218
DEVICE DATA 210
AUDIO DATA 220
FRAME DATA 222
FEATURE DATA 224
DEVICE OTHER DATA 226
SERVER 106
SERVER PROCESSOR(S) 230
SERVER INTERFACE(S) 234
SERVER MEMORY 232
SERVER MODULE(S) 236
SOUND DETECTION MODULE 240
TRAFFIC DETECTION MODULE 112
SERVER OTHER MODULE(S) 242
SERVER DATA 238
SOUND DATA 244
SERVER OTHER DATA 248

Fig. 2

300

AUDIO SAMPLE	TOTAL AUDIO FRAMES	TIME TAKEN FOR FEATURES EXTRACTION (SEC)	FEATURES SIZE (KB)	TOTAL PROCESSING TIME (SEC)
1	7315	710	1141	710
2	7927	793	1236	793
3	24515	2431	3824	2431

302

AUDIO SAMPLE	TOTAL AUDIO FRAMES	TIME TAKEN FOR IDENDIFYING PERIODIC FRAMES (SEC)	NO. OF PERIODIC FRAMES IDENTIFIED	TIME TAKEN FOR FEATURES EXTRACTION (SEC)	FEATURES SIZE (KB)	TOTAL PROCESSING TIME (SEC)
1	7315	27	3490	315	544	378
2	7927	29	3516	362	548	391
3	24515	62	17796	1829	2776	1891

Fig. 3

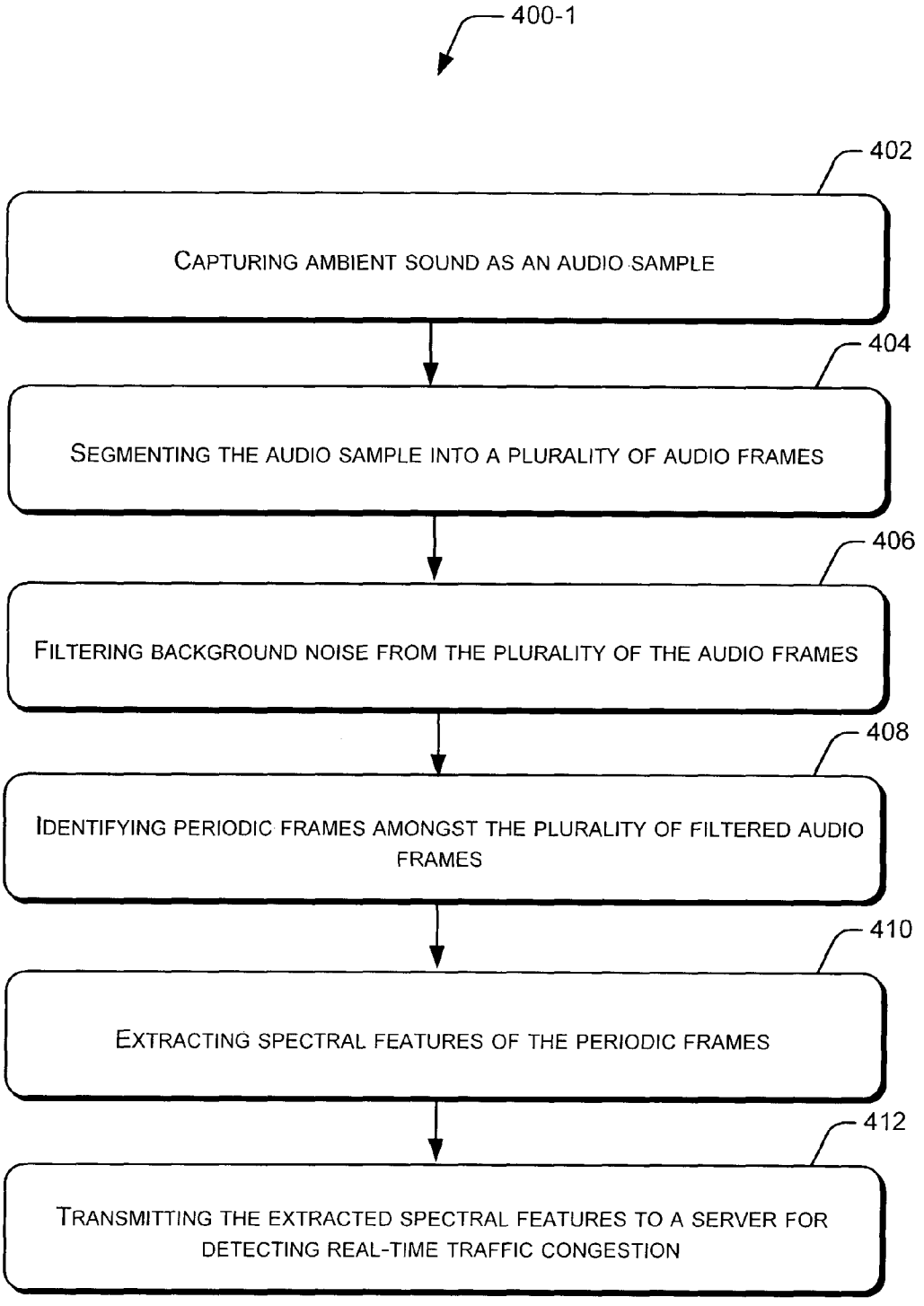

400-1
402
CAPTURING AMBIENT SOUND AS AN AUDIO SAMPLE
404
SEGMENTING THE AUDIO SAMPLE INTO A PLURALITY OF AUDIO FRAMES
406
FILTERING BACKGROUND NOISE FROM THE PLURALITY OF THE AUDIO FRAMES
408
IDENTIFYING PERIODIC FRAMES AMONGST THE PLURALITY OF FILTERED AUDIO FRAMES
410
EXTRACTING SPECTRAL FEATURES OF THE PERIODIC FRAMES
412
TRANSMITTING THE EXTRACTED SPECTRAL FEATURES TO A SERVER FOR DETECTING REAL-TIME TRAFFIC CONGESTION

Fig. 4a

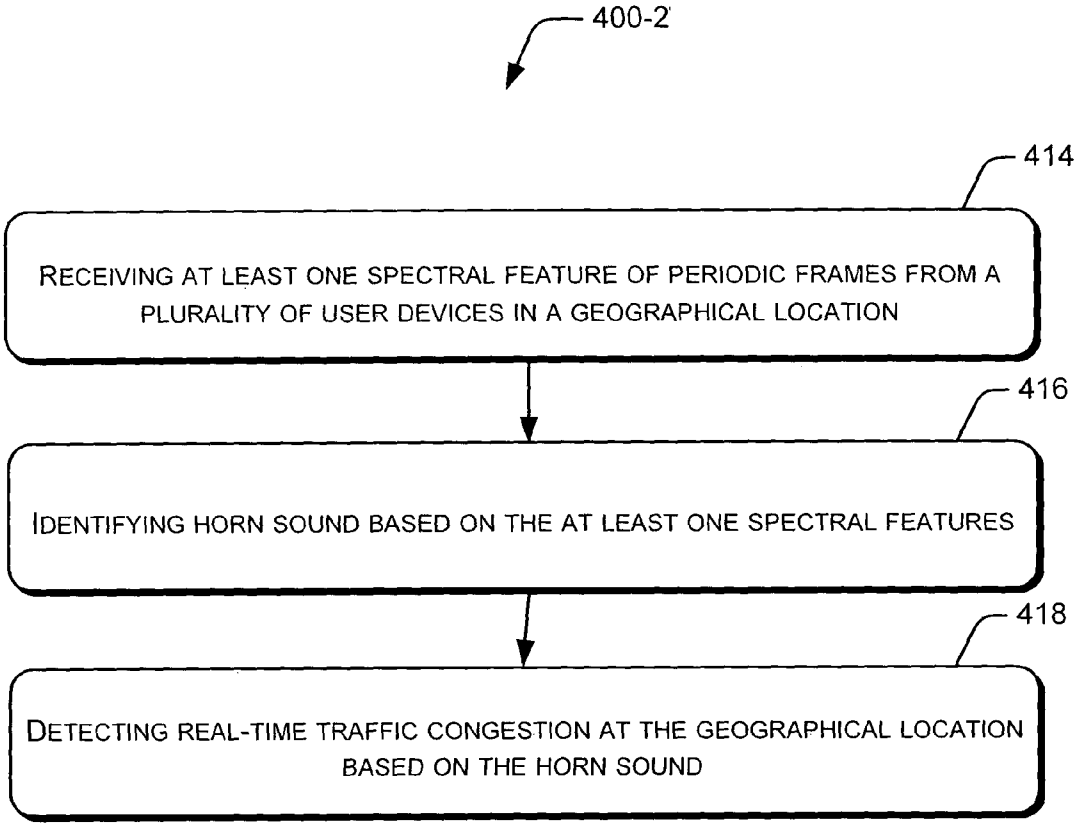

400-2
414
RECEIVING AT LEAST ONE SPECTRAL FEATURE OF PERIODIC FRAMES FROM A PLURALITY OF USER DEVICES IN A GEOGRAPHICAL LOCATION
416
IDENTIFYING HORN SOUND BASED ON THE AT LEAST ONE SPECTRAL FEATURES
418
DETECTING REAL-TIME TRAFFIC CONGESTION AT THE GEOGRAPHICAL LOCATION BASED ON THE HORN SOUND

Fig. 4b

REAL-TIME TRAFFIC DETECTION

TECHNICAL FIELD

The present subject matter relates, in general, to traffic detection and, in particular, to systems and methods for real-time traffic detection.

BACKGROUND

Traffic congestion is an ever increasing problem, particularly, in urban areas. Since the urban areas are usually populated, it has become difficult to travel without incurring delays due to traffic congestion, accidents, and other problems. It has become necessary to monitor the traffic congestion in order to provide travelers with accurate and real-time traffic information to avoid problems.

Several traffic detection systems have been developed in the past few years for detecting the traffic congestion. Such traffic detection systems include a system comprising a plurality of user devices, such as mobile phones and smart phones communicating with a central server, such as a back-end server, through a network for detecting the traffic congestion at various geographical locations. The user devices capture ambient sounds, i.e., the sounds present in an environment surrounding the user devices, which is processed for traffic detection. In some of the traffic detection systems, processing is entirely carried out at the user devices, and the processed data is sent to the central server for traffic detection. While in other traffic detection systems, the processing is entirely carried out by the central server for traffic detection. Thus, the processing overhead increases on a single entity, i.e., either on the user device or the central server, thereby leading to slow response time, and delay in providing the traffic information to the users.

SUMMARY

This summary is provided to introduce concepts related to real-time traffic detection. These concepts are further described below in the detailed description. This summary is not intended to identify essential features of the claimed subject matter nor is it intended for use in determining or limiting the scope of the claimed subject matter.

Systems and methods for real-time traffic detection are described. In one embodiment, the method comprises capturing ambient sounds as an audio sample, and segmenting the audio sample into a plurality of audio frames. Further, the method comprises identifying periodic frames amongst the plurality of audio frames. Spectral features of the identified periodic frames are extracted, and horn sounds are identified based on the spectral features. The identified horn sounds are then used for real-time traffic detection.

BRIEF DESCRIPTION OF THE DRAWINGS

The detailed description is provided with reference to the accompanying figures. In the figures, the left-most digit(s) of a reference number identifies the figure in which the reference number first appears. The same numbers are used throughout the drawings to reference like features and components.

FIG. **1** illustrates a traffic detection system, in accordance with an embodiment of the present subject matter.

FIG. **2** illustrates details of the traffic detection system, according to an embodiment of the present subject matter.

FIG. **3** illustrates an exemplary tabular representations depicting comparison of total time taken for detecting the traffic congestion by the present traffic detection system and a conventional traffic detection system.

FIGS. **4***a* and **4***b* illustrate a method for real-time traffic detection, in accordance to another embodiment of the present subject matter.

DETAILED DESCRIPTION

Conventionally, various sound based traffic detection systems are available for detecting traffic congestion at various geographical locations, and providing traffic information to users in order avoid problems due to the traffic congestion. Such sound based traffic detection systems capture ambient sounds, which is processed for traffic detection. The processing of the ambient sounds typically involves extracting spectral features of the ambient sounds, determining level, i.e., pitch or volume, of the ambient sounds based on the spectral features, and comparing the detected level with a predefined threshold to detect the traffic congestion. For example, when the comparison indicates that the detected levels of the ambient sounds are above the predefined threshold, the traffic congestion at the geographical location of the user device is detected and traffic information is provided to the users, such as travelers.

Such conventional traffic detection systems, however, suffers from numerous drawbacks. The processing of the ambient sounds in the conventional traffic detection systems is typically carried out either by the user devices or the central server. In both the cases, the processing overhead increases on a single entity, i.e., the user device or the central server, thereby leading to slow response time. Because of the slow response time, there is a time delay in providing the traffic information to the users. The conventional systems, therefore, fail to provide real-time traffic information to the users. Moreover, when the entire processing is carried out at the user devices, battery consumption of the user devices increases tremendously, posing difficulties to the users.

Further, the conventional traffic detection systems rely on the pitch or volume, of the ambient sounds for detecting the traffic congestion. However, the ambient sounds are usually a mixture of different types of sounds including human speech, environmental noise, vehicle's engine noise, music being played in vehicles, horn sounds, etc. Taking a scenario, where a pitch of the human speech and music being played in the vehicles is too high, and the user devices placed in the vehicles captures these ambient sounds containing high volume of human speech and music along with the other sounds. In such a scenario, if the level of these ambient sounds is identified as higher than the predefined threshold, traffic congestion is detected falsely and the false traffic information is provided to the users. Thus, these conventional traffic detection systems fail to provide reliable traffic information.

In accordance with the present subject matter, systems and methods for detecting real time traffic congestion are described. In one embodiment, the traffic detection system comprises a plurality of user devices and a central server (hereinafter referred to as server). The user devices communicate with the server through a network for real-time traffic detection. The user devices referred herein may include, but are not restricted to, communication devices, such as mobile phones and smart phones, or computing devices, such as Personal Digital Assistants (PDA) and laptops.

In one implementation, the user devices capture ambient sounds, i.e., the sounds present in an environment surrounding the user devices. The ambient sounds may include, for example, tire noise, music being played in vehicle(s), human speech, horn sound, and engine noise. Additionally, the ambi-

ent sounds may contain background noise including environmental noise and background traffic noise. The ambient sounds are captured as an audio sample of short time duration, say, few minutes. The audio sample, thus, captured by the user devices can be stored within a local memory of the user devices.

The audio sample is then processed partly by the user devices and partly by the server to detect the traffic congestion. At the user device end, the audio sample is segmented into a plurality of audio frames. Subsequent to the segmentation, background noise is filtered from the plurality of audio frames. The background noise may affect the sound which produces peaks of high frequency. Therefore, the background noise is filtered from the plurality of audio frames to generate a plurality of filtered audio frames. The plurality of filtered audio frames may be stored in the local memory of the user devices.

Once the plurality of audio frames is filtered, the audio frames are separated into three types of frames, i.e., periodic frames, non-periodic frames, and silenced frames. The periodic frames may include a mixture of horn sound and human speech, and the non-periodic frames may include a mixture of tire noise, music played in the vehicle(s), and engine noise. The silenced frames, does not include any kind of sound.

Out of the above mentioned three types of frames, the periodic frames are then picked up for further processing. To pick up or identify the periodic frames, the non-periodic frames and the silenced frames are rejected based on the Power Spectral Density (PSD) and short term energy level (En) of the audio frames respectively.

In one implementation, spectral features of the identified periodic frames are extracted by the user device. The spectral features used in this application are disclosed in co-pending Indian Patent Application No. 462/MUM/2012, which is incorporated herein by reference. The spectral features referred herein may include, but not limited to, one or more of Mel-Frequency Cepstral Coefficients (MFCC), inverse Mel-Frequency Cepstral Coefficients (inverse MFCC), and modified Mel-Frequency Cepstral Coefficients (modified MFCC). Since, the periodic frames include, mixture of the horn sound and the human speech, the extracted spectral features corresponds to the features of both the horn sound and the human speech. The extracted spectral features are then transmitted to the server, via the network, for traffic detection.

At the server end, the spectral features are received from the plurality of user devices at a particular geographical location. Based on the spectral features, the horn sound and the human speech is segregated using one or more known sound models. In one implementation, the sound models include a horn sound model and a traffic sound model. The horn sound model is configured to detect only the horn sound, while the traffic sound model is configured to detect different type of traffic sounds other than the horn sounds. Based on the segregation, level or rate of the horn sounds is compared with a predefined threshold, to detect the traffic congestion at the geographical location, and real-time traffic information is subsequently provided to the users, via, the network.

In one implementation, the user devices are capable of operating in an online mode as well as an offline mode. For example, in the online mode, the user devices can be connected to the server, via, the network during the complete processing. While, in the offline mode, the user devices are capable of performing the in-part processing, without being connected to the server. In order to communicate with the server for further processing, the user devices can be switched to the online mode, and the server will carry out rest of the processing to detect traffic.

According to the systems and the methods of the present subject matter, processing load on the user devices and the server is segregated. Thus, real-time traffic detection is achieved. Moreover, only the required audio frames, i.e., the periodic frames, are taken up for processing, unlike the prior art where the entire audio frames are processed containing additional noises that may lead to erroneous traffic detection, and circulation of false traffic information to the users. Thus, the systems and the methods of the present subject matter provide reliable traffic information to the users. Also, processing of only required audio frames by the user devices further reduces processing load and processing time, thereby reducing battery consumption.

The following disclosure describes system and method of real-time traffic detection. While aspects of the described system and method may be implemented in any number of different computing systems, environments, and/or configurations, embodiments are described in the context of the following exemplary system architecture(s).

FIG. **1** illustrates a traffic detection system **100**, in accordance with an embodiment of the present subject matter. In one implementation, the traffic detection system **100** (hereinafter referred to as system **100**) comprises a plurality of user devices **102-1**, **102-2**, **102-3**, . . . **102**-N are connected, through a network **104**, to a server **106**. The user devices **102-1**, **102-2**, **102-3**, . . . **102**-N are collectively referred to as the user devices **102** and individually referred to as a user device **102**. The user devices **102** may be implemented as any of a variety of conventional communication devices, including, for example, mobile phones and smart phones, and/or conventional computing devices, such as Personal Digital Assistants (PDAs) and laptops.

The user devices **102** are connected to the server **106** over the network **104** through one or more communication links. The communication links between the user devices **102** and the server **106** are enabled through a desired form of communication, for example, via dial-up modem connections, cable links, digital subscriber lines (DSL), wireless or satellite links, or any other suitable form of communication.

The network **104** may be a wireless network. In one implementation, the network **104** can be an individual network, or a collection of many such individual networks, interconnected with each other and functioning as a single large network, e.g., the Internet or an intranet. Examples of the individual networks include, but are not limited to, Global System for Mobile Communication (GSM) network, Universal Mobile Telecommunications System (UMTS) network, Personal Communications Service (PCS) network, Time Division Multiple Access (TDMA) network, Code Division Multiple Access (CDMA) network, Next Generation Network (NGN), and Integrated Services Digital Network (ISDN). Depending on the technology, the network **104** may include various network entities, such as gateways, routers, network switches, and hubs, however, such details have been omitted for ease of understanding.

In an implementation, each of the user devices **102** includes a frame separation module **108** and an extraction module **110**. For example, the user device **102-1** includes a frame separation module **108-1** and the extraction module **110-1**, and the user device **102-2** includes a frame separation module **108-2** and the extraction module **110-2**, and so on. The server **106** includes a traffic detection module **112**.

In one implementation, the user devices **102** capture ambient sounds. The ambient sounds may include tire noise, music played in vehicles, human speech, horn sound, and engine noise. The ambient sounds may also contain background noise including environmental noise and background traffic

noise. The ambient sounds are captured as an audio sample, for example, an audio sample of short time duration, say, few minutes. The audio sample may be stored within a local memory of the user device **102**.

The user device **102** segments the audio sample into a plurality of audio frames and then filters the background noise from the plurality of audio frames. In one implementation, the filtered audio frames may be stored within the local memory of the user device **102**.

Subsequent to the filtration, the frame separation module **108** separates the filtered audio frames into periodic frames, non-periodic, and silenced frames. The periodic frames may include a mixture of horn sound and human speech, and the non-periodic frames may include a mixture of tire noise, music played in the vehicle(s), and engine noise. The silenced frames, does not include any kind of sound. Based on the separation, the frame separation module **108** identifies the periodic frames.

The extraction module **110** within the user device **102** then extracts spectral features of the periodic frames, such as one or more of Mel-Frequency Cepstral Coefficients (MFCC), inverse Mel-Frequency Cepstral Coefficients (inverse MFCC), and modified Mel-Frequency Cepstral Coefficients (modified MFCC), and transmits the extracted spectral features to the server **106**. As indicated previously, the periodic frames include mixture of the horn sound and the human speech, the extracted spectral features, thus, corresponds to the features of both the horn sound and the human speech. In one implementation, the extracted spectral features can be stored within the local memory of the user device **102**. Upon receiving the extracted spectral features from a plurality of user devices **102** at a geographical location, the server **106** segregates the horn sound and human speech based on known sound models. Based on the horn sound, the traffic detection module **112** within the server **106** detects the real-time traffic at the geographical location.

FIG. **2** illustrates details of traffic detection system **100**, according to an embodiment of the present subject matter.

In said embodiment, the traffic detection system **100** may include a user device **102** and a server **106**. The user device **102** includes one or more device processor(s) **202**, a device memory **204** coupled to the device processor **202**, and device interface(s) **206**. The server **106** includes one or more server processor(s) **230**, a server memory **232** coupled to the server processor **230**, and server interface(s) **234**.

The device processor **202** and the server processor **230** can be a single processing unit or a number of units, all of which could include multiple computing units. The device processor **202** and the server processor **230** may be implemented as one or more microprocessors, microcomputers, microcontrollers, digital signal processors, central processing units, state machines, logic circuitries, and/or any devices that manipulate signals based on operational instructions. Among other capabilities, the device processor **202** and the server processor **230** are configured to fetch and execute computer-readable instructions and data stored in the device memory **204** and the server memory **232** respectively.

The device interfaces **206** and the server interfaces **234** may include a variety of software and hardware interfaces, for example, interface for peripheral device(s), such as a keyboard, a mouse, an external memory, a printer, etc. Further, the device interfaces **206** and the server interfaces **234** may enable the user device **102** and the server **106** to communicate with other computing devices, such as web servers and external databases. The device interfaces **206** and the server interfaces **234** may facilitate multiple communications within a wide variety of protocols and networks, such as a network including wireless networks, e.g., WLAN, cellular, satellite, etc. The device interfaces **206** and the server interfaces **234** may include one or more ports to allow communication between the user device **102** and the server **106**.

The device memory **204** and the server memory **232** may include any computer-readable medium known in the art including, for example, volatile memory such as static random access memory (SRAM) and dynamic random access memory (DRAM), and/or non-volatile memory, such as read only memory (ROM), erasable programmable ROM, flash memories, hard disks, optical disks, and magnetic tapes. The device memory **204** further includes device module(s) **208** and device data **210**, and the server memory **232** further includes server module(s) **236** and server data **238**.

The device modules **208** and the server modules **236** include routines, programs, objects, components, data structures, etc., which perform particular tasks or implement particular abstract data types. In one implementation, the device module(s) **208** include an audio capturing module **212**, a segmentation module **214**, a filtration module **216**, the frame separation module **108**, the extraction module **110**, and device other module(s) **218**. In said implementation, the server module(s) **236** include a sound detection module **240**, the traffic detection module **112**, and the server other module(s) **242**. The device other module(s) **218** and the server other module(s) **242** may include programs or coded instructions that supplement applications and functions, for example, programs in the operating system of the user device **102** and the server **106** respectively.

The device data **210** and the server data **238**, amongst other things, serves as repositories for storing data processed, received, and generated by one or more of the device module(s) **208** and the server module(s) **236**. The device data **210** includes audio data **220**, frame data **222**, feature data **224**, and device other data **226**. The server data **238** includes sound data **244** and server other data **248**. The device other data **226** and the server other data **248** includes data generated as a result of the execution of one or more modules in the device other module(s) **218** and the server other modules **242**.

In operation, the audio capturing module **212** of the user device **102** captures ambient sounds, i.e., the sounds present in an environment surrounding the user device **102**. Such ambient sounds may include tire noise, music played in vehicles, human speech, horn sound, engine noise. Additionally, the ambient noise includes background noise containing environmental noise, and background traffic noise. The ambient sounds may be captured as an audio sample either continuously or at predefined time intervals, say, after every 10 minutes. Time duration of the audio sample captured by the user device **102** may be short, say, few minutes. In one implementation, the captured audio sample may be stored in a local memory of the user device **102**, as the audio data **220**, which can be retrieved when required.

In one implementation, the segmentation module **214** of the user device **102** retrieves the audio sample, and segments the audio sample into a plurality of audio frames. In one example, the segmentation module **214** segments the audio sample using a conventionally known hamming window segmentation technique. In the hamming window segmentation technique, a hamming window of a predefined duration, for example, 100 ms is defined. As an instance, if the audio sample of about 12 minutes of time duration is segmented with a hamming window of 100 ms, then the audio sample is segmented into about 7315 audio frames.

In one implementation, the segmented audio frames, thus, obtained are provided as an input to the filtration module **216**, which is configured to filter the background noise from the

plurality of audio frames, as the background noise may affect that sound which produces peaks of high frequency. For example, the horn sounds that are considered to produce peaks of high frequency are susceptible to the background noise. Therefore, the filtration module **216** filters the background noise, to boost up such kind of sounds. The audio frames, thus, generated as a result of the filtration is hereinafter referred to as filtered audio frames. In one implementation, the filtration module **216** may store the filtered audio frames as the frame data **222** with the local memory of the user device **102**.

The frame separation module **108** of the user device **102** is configured to segregate the audio frames or the filtered audio frames into periodic frames, non-periodic frames, and silenced frames. The periodic frames may be a mixture of horn sound and human speech, and the non-periodic frames may be a mixture of tire noise, music played in the vehicles, and the engine noise. The silenced frames are the frames without any sound, i.e., soundless frames. For segregation, the frame separation module **108** computes short term energy level (En) of each of the audio frames or the filtered audio frames, and compares the computed short term energy level (En) to a predefined energy threshold (En_{Th}). The audio frames having the short term energy level (En) less than the energy threshold (En_{Th}) are rejected as the silenced frames and the remaining audio frames are further examined to identify the periodic frames amongst them. For example, if the total number of filtered audio frames is about 7315, the energy threshold (En_{Th}) is 1.2 and the number of filtered audio frames with short term energy level (En) less than 1.2 is 700. In said example, the 700 filtered audio frames are rejected as silenced frames and the remaining 6615 filtered audio frames are further examined to identify the periodic frames amongst them.

The frame separation module **108** calculates total power spectral density (PSD) of the remaining audio frames, and maximum PSD of a filtered audio frame. The total PSD of remaining filtered audio frames taken together is denoted as PSD_{Total} and the maximum PSD of the filtered audio frame is denoted as PSD_{Max} to identify the periodic frames amongst the plurality of filtered audio frames. According to one implementation, the frame separation module **108** identifies the periodic frames using the equation (1) provided below:

$$r = \frac{PSD_{Max}}{PSD_{Total}} \quad (1)$$

wherein,

PSD_{Max} represents the maximum PSD of a filtered audio frame,

PSD_{Total} represents the total PSD of the filtered audio frames, and

r represents the ratio of the PSD_{Max} to the PSD_{Total}.

The ratio as obtained by the above equation is then compared with the predefined density threshold (PSD_{Th}) by the frame separation module **108** to identify the periodic frames. For example, an audio frame is identified to be periodic, if the ratio is greater than the density threshold (PSD_{Th}). While, the audio frame is rejected if the ratio is lesser than the density threshold (PSD_{Th}). Such a comparison is carried out separately for each of the filtered frames to identify all the periodic frames.

Once the periodic frames are identified, the extraction module **110** of the user device **102** is configured to extract spectral features of the identified periodic frames. The extracted spectral features may include one or more of Mel-Frequency Cepstral Coefficients (MFCC), inverse Mel-Frequency Cepstral Coefficients (inverse MFCC), and modified Mel-Frequency Cepstral Coefficients (modified MFCC). In one implementation, the extraction module **110** extracts the spectral features based on conventionally known feature extraction techniques. As indicated earlier, the periodic frames include a mixture of horn sound and the human speech, the extracted spectral features therefore corresponds to the horn sound and the human speech.

Subsequent to extraction of the spectral features, the extraction module **110** transmits the extracted spectral features to the server **106** for further processing. The extraction module **110** may store the extracted spectral features of the periodic frames as the feature data **244** in the local memory of the user device **102**.

At the server end, the sound detection module **240** of the server **106** receives the extracted spectral features from multiple user devices **102** falling under a common geographical location, and segregates the collated spectral features into horn sounds and human speech. The sound detection module **240** performs the segregation based on conventionally available sound models including a horn sound model and a traffic sound model. The horn sound model is configured to identify the horn sounds, and the traffic sound model is configured to identify traffic sounds other than the horn sounds, for example, human speech, tire noise, and music played in the vehicles. The horn sound and the human speech have different spectral properties. For example, the human speech produces peaks in the range of 500-1500 KHz (Kilo Hertz) and the horn sound produce peaks above 2000 KHz (Kilo Hertz). When the spectral features are fed as an input to these sound models, the horn sounds are identified. The sound detection module **240** may store the identified horn sounds as sound data **224** in the server **106**.

The traffic detection module **112** of the server **106** is then configured to detect the real-time traffic based on the identification of the horn sound. As the horn sounds represents rate of honking on the road, which is more when there is traffic congestion. The identified horn sounds are compared with predefined threshold by the traffic detection module **112** to detect traffic at the geographical location.

Thus, according to present subject matter for detecting the real-time traffic congestion, the periodic frames are separated from the audio sample and spectral features are extracted only for the periodic frames, thereby reducing the overall processing time and the battery consumption by the user devices **102**. Also, since the extracted features of only the periodic frames are transmitted by the user devices **102** to the server **106**, the load on the server is also reduced and thus, time taken by the server **106** to detect traffic is significantly reduced.

FIG. **3** illustrates an exemplary tabular representations depicting comparison of total time taken for detecting the traffic congestion by the present traffic detection system and a conventional traffic detection system.

As shown in the FIG. **3**, the table **300** corresponds to the conventional traffic detection system and the table **302** corresponds to the present traffic detection system **100**. As shown in the table **300**, three audio samples, namely, a first audio sample, a second audio sample, and a third audio sample, are processed by the conventional traffic detection system for detecting the traffic congestion. Such audio samples are segmented into a plurality of audio frames, such that each audio frame is of a time duration 100 ms. For example, the first audio sample is segmented into 7315 audio frames of duration 100 ms. Likewise, the second audio sample is segmented into 7927 audio frames, and the third audio sample is segmented

into 24515 audio frames. Further, spectral features are extracted for all the three audio frames. The total processing time taken by the conventional traffic detection system for the processing, especially, the spectral feature extraction of three audio samples are 710 sec, 793 sec, and 2431 sec respectively and corresponding size of extracted spectral features is 1141 KB, 1236 KB, and 3824 KB respectively.

On the other hand, the present traffic detection system **100** also processed the same three audio samples as shown in the table **302**. The audio samples are segmented into a plurality of audio frames, such as periodic frames, non-periodic frames and silenced frames. However, the present traffic detection system **100** picks up only the periodic frames for processing. The time taken to identify the periodic frames from the first audio sample, the second audio sample, and the third audio sample is 27 sec, 29 sec, and 62 sec respectively. The spectral features are then extracted for the identified periodic frames. Time taken by the present traffic detection system **100** to extract the spectral features of the periodic frames is 351 sec, 362 sec, and 1829 sec, for the first audio sample, the second audio sample, and the third audio sample respectively, and the corresponding size of extracted spectral features is 544 KB, 548 KB, and 2776 KB. Therefore, total processing time taken by the present traffic detection system **100** for processing the first audio sample, the second audio sample, and the third audio sample is 378 sec, 391 sec, and 1891 sec.

It is clear from the table **300** and the table **302** that the total time taken by the present traffic detection system **100** for processing of the audio samples is significantly less than the total processing time taken by the conventional traffic detection system. Such a reduction in the processing time is achieved due to separation of frames into periodic, non-periodic, and silenced frames, and processing only the periodic frames for spectral features extraction unlike the conventional traffic detection systems where all the frames were taken into consideration.

FIGS. **4***a* and **4***b* illustrate a method **400** for real-time traffic detection, in accordance with an embodiment of the present subject matter. Specifically, the FIG. **4***a* illustrates a method **400-1** for extracting the spectral features from an audio sample, and the FIG. **4***b* illustrates a method **400-2** for detection of real-time traffic congestion based on the spectral features. The methods **400-1** and **400-2** are collectively referred to as the methods **400**.

The methods **400** may be described in the general context of computer executable instructions. Generally, computer executable instructions can include routines, programs, objects, components, data structures, procedures, modules, functions, etc., that perform particular functions or implement particular abstract data types. The methods **400** may also be practiced in a distributed computing environment where functions are performed by remote processing devices that are linked through a communications network. In a distributed computing environment, computer executable instructions may be located in both local and remote computer storage media, including memory storage devices.

The order in which the methods **400** are described is not intended to be construed as a limitation, and any number of the described method blocks can be combined in any order to implement the methods **400**, or alternative methods. Additionally, individual blocks may be deleted from the methods without departing from the spirit and scope of the subject matter described herein. Furthermore, the methods **400** can be implemented in any suitable hardware, software, firmware, or combination thereof.

Referring to FIG. **4***a*, at block **402**, the method **400-1** includes capturing ambient sounds. The ambient sounds include tire noise, music played in vehicle(s), human speech, horn sound, and engine noise. Further, the ambient sounds may include background noise containing environmental noise and background traffic noise. In one implementation, the audio capturing module **212** of the user device **102** captures ambient sounds as an audio sample.

At block **404**, the method **400-1** includes segmenting the audio sample into plurality of audio frames. The audio sample is segmented into the plurality of audio frames using a hamming window segmentation technique. The hamming window is a predefined duration window. In one implementation, the segmentation module **214** of the user device **102** segments the audio sample into a plurality of audio frames.

At block **406**, the method **400-1** includes filtering background noise from the plurality of audio frames. Since the background noise affects the sounds producing peaks of high frequency, the background noise is filtered from the audio frames. In one implementation, the filtration module **216** filters the background noise from the plurality of audio frames. The audio frames obtained as a result of filtration are referred to as filtered audio frames.

At block **408**, the method **400-1** includes identifying the periodic frames amongst the plurality of filtered audio frames. In one implementation, the frame separation module **108** of the user device **102** is configured to segregate the plurality of audio frames into periodic frames, non-periodic frames, and silenced frames. The periodic frames may include a mixture of horn sound and human speech, and the non-periodic frames may include a mixture of tire noise, music played in the vehicle(s), and engine noise. The silenced frames, does not include any kind of sound. Based on the segregation, the frame separation module **108** identifies the periodic frames for further processing.

At block **410**, the method **400-1** includes extracting the spectral features of the periodic frames. The extracted spectral features may include one or more of Mel-Frequency Cepstral Coefficients (MFCC), inverse Mel-Frequency Cepstral Coefficients (inverse MFCC), and modified Mel-Frequency Cepstral Coefficients (modified MFCC). As indicated earlier, the periodic frames include a mixture of horn sound and human speech, thus, the extracted spectral features corresponds to the horn sound and the human speech. In one implementation, the extraction module **110** is configured to extract spectral features of the identified periodic frames.

At block **412**, the method **400-1** includes transmitting the extracted spectral features to the server **106** for detecting real-time traffic congestion. In one implementation, the extraction module **110** transmits the extracted spectral features to the server **106**.

Referring to FIG. **4***b*, at block **414**, the method **400-2** includes receiving the spectral features from a plurality of user devices **102** in a geographical location, via, the network **104**. In one implementation, the sound detection module **240** of the server **106** receives the spectral features.

At block **416**, the method **400-2** includes identifying the horn sound from the received spectral features. The horn sound is identified, for example, based on conventionally available sound models including the horn sound model and the traffic sound model. Based on these sound models, distinction between the horn sound and the human speech is made and the horn sound is therefore identified. In one implementation, the sound detection module **240** of the server **106** identifies the horn sound.

At block **418**, the method **400-2** includes detecting real-time traffic congestion based on the horn sound identified at the previous block. The horn sound is indicative of rate of honking on the road, which is considered as a parameter for

accurately detecting the traffic congestion in the present description. Based on comparing the rate of honking or the level of horn sounds with a predefined threshold value, the traffic detection module **112** detects the traffic congestion at the geographical location.

Although embodiments for the traffic detection system have been described in language specific to structural features and/or methods, it is to be understood that the invention is not necessarily limited to the specific features or methods described. Rather, the specific features and methods are disclosed as exemplary implementations for the traffic detection system.

We claim:

1. A method for real-time traffic detection, wherein the method comprising:

capturing ambient sounds as an audio sample in a user device;

segmenting the audio sample into a plurality of audio frames;

identifying periodic frames amongst the plurality of audio frames, wherein the identifying comprises separating the plurality of audio frames into the periodic frames, non-periodic frames, and silenced frames based on a short term energy level (En) and a Power Spectral Density (PSD) of the plurality of audio frames; and

extracting spectral features of the periodic frames for real-time traffic detection.

2. The method as claimed in claim **1**, wherein the ambient sounds include one or more of tire noise, horn sound, engine noise, human speech, and background noise.

3. The method as claimed in claim **1**, wherein the separating comprises

computing the short term energy level (En) for the plurality of audio frames; and

comparing the short term energy level (En) of each of the plurality of audio frames with a predefined energy threshold to identify the silenced frames amongst the plurality of audio frames;

calculating a ratio of a maximum power spectral density and a total power spectral density (PSD) of remaining audio frames, wherein the remaining audio frames exclude the silenced frames; and

identifying the periodic frames amongst the remaining audio frames based on comparing the ratio of the maximum power spectral density and the total power spectral density with a predefined density threshold.

4. The method as claimed in claim **1** further comprising filtering background noise from the plurality of audio frames.

5. The method as claimed in claim **1**, wherein the spectral features include one or more of Mel-Frequency Cepstral Coefficients (MFCC), inverse MFCC, and modified MFCC.

6. A method for real-time traffic detection, wherein the method comprising:

receiving spectral features of periodic frames from a plurality of user devices in a geographical location, wherein the periodic frames are identified based on a short term energy level (En) and a Power Spectral Density (PSID) of the plurality of audio frames;

identifying horn sounds based on the spectral features; and

detecting real-time traffic congestion at the geographical location based on the horn sounds.

7. The method as claimed in claim **6**, wherein the spectral features include one or more of Mel-Frequency Cepstral Coefficients (MFCC), inverse MFCC, and modified MFCC.

8. The method as claimed in claim **6**, wherein the identifying is based on at least one sound model, wherein the at least one sound model is any one of a horn sound model and a traffic sound model.

9. A user device for real-time traffic detection comprising:

a device processor; and

a device memory coupled to the device processor, the device memory comprising:

a segmentation module configured to segment an audio sample captured in the user device into a plurality of audio frames;

a frame separation module configured to separate the plurality of audio frames into at least periodic frames and non-periodic frames, wherein the frame separation module is configured to separate the plurality of audio frames based on a short term energy level (En) and a Power Spectral Density (PSD) of the plurality of audio frames; and

an extraction module configured to extract spectral features of the periodic frames, wherein the spectral features are transmitted to a server for real-time traffic detection.

10. The user device as claimed in claim **9**, wherein the user device further comprising a filtration module configured to filter background noise from the plurality of audio frames.

11. A server for real-time traffic detection comprising:

a server processor; and

a server memory coupled to the server processor, the server memory comprising:

a sound detection module configured to:

receive spectral features of periodic frames from a plurality of user devices in a geographical location, wherein the periodic frames are identified based on a short term energy level (En) and a Power Spectral Density (PSD) of the plurality of audio frames; and

identify horn sounds based on the spectral features; and

a traffic detection module configured to detect real-time traffic congestion at the geographical location based on the horn sounds.

12. The server as claimed in claim **11**, wherein the sound detection module is configured to identify the horn sounds based on at least one of a horn sound model and a traffic sound model.

13. A non-transitory computer-readable medium having embodied thereon a computer program for executing a method comprising:

capturing ambient sounds as an audio sample;

segmenting the audio sample into a plurality of audio frames;

identifying periodic frames amongst the plurality of audio frames, wherein the identifying comprises separating the plurality of audio frames into the periodic frames, non-periodic frames, and silenced frames based on a short term energy level (En) and a Power Spectral Density (PSD) of the plurality of audio frames;

extracting spectral features of the periodic frames;

identifying horn sounds based on the spectral features; and

detecting real-time traffic congestion based on the horn sounds.

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